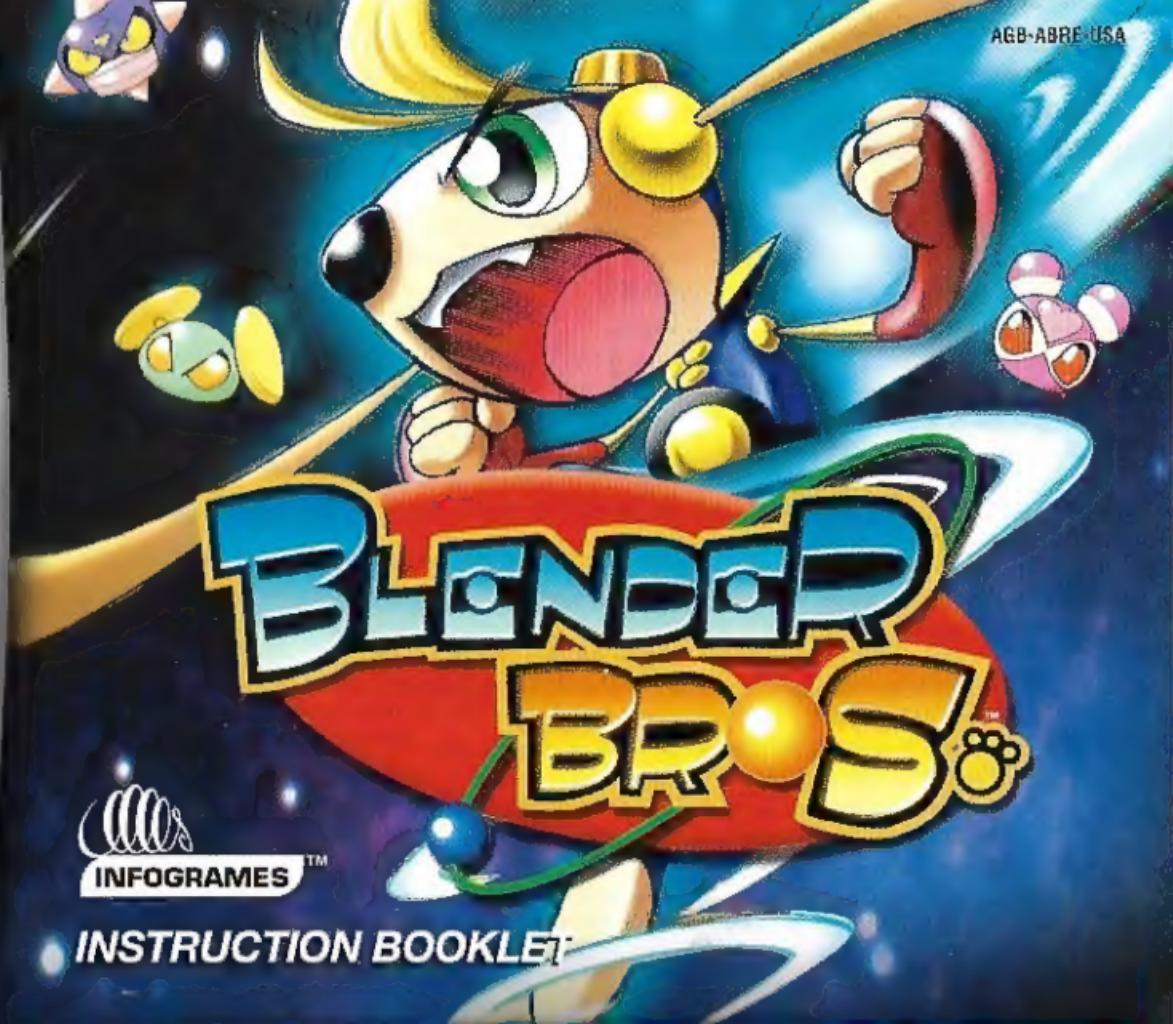


GAME BOY ADVANCE

AGB-ABRE-USA



 INFOGRAMES™

INSTRUCTION BOOKLET



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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY



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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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SAVE THE UNIVERSE WITH BLENDER AND FRIENDS!

Starmobile animals are banking for the universal leap into the future as Blender, Leader of the Crystal Knights, and his super hero ears to grab power, light and the Clear multiple levels on different worlds, called Star Bros., use their special powers and defeat the Zodigons!

GETTING STARTED

1. Turn ON the PDAEH switch on the Nintendo® Game Boy® Advance System. Power switch or remove a Game Pak when the power is ON.
2. Insert the **Blender Bros.™ Game Pak** into the slot on the Game Boy Advance. To insert the Game Pak in place, push firmly.
3. Turn ON the PDAEH switch. The title screen will appear. If you don't see it, begin again at step 1.
4. When the Ice Queen appears, press START to proceed to the Main Menu.



БАЗІС СОНТРОЛІВ

БАЗІС СОНТРОЛІВ	
KEY	АДІОНІЙ
• Control Pad	Навігаційний підсвічуваний джойстик
A Button	Спеціальний джойстик
B Button	Невідомий джойстик

БАЗІС СОНТРОЛІВ	
KEY	АДІОНІЙ
• Control Pad	Спеціальний джойстик
A Button	Джойстик з логотипом
B Button	Спеціальний джойстик
L Button	Джойстик
R Button	Джойстик з логотипом
START	Функція GamePad Меню. Зупинка
SELECT	Меню



ADVANCED CONTROLS

ATTACK ACTIONS

Spin Attack: Press the **B Button**.

Spin Wave: Press the **B Button** for 3 to 5 seconds (until Blender starts blinking on and off), then release. **Note:** Blender will be defenseless!

Downward Attack: After you press the **A Button** to jump, press **+ Control Pad ▼** and then the **B Button**.

SPECIAL ACTIONS

Ear Jump: After you press the **A Button** to jump, press **+ Control Pad ▼** to make a higher jump.

Ear Grip: Blender can grab the rope with his ears automatically. If you want to move Blender down, press the **A Button** and the **+ Control Pad ▼** at the same time.

Ear Glide: While you are in the air, press the **B Button** repeatedly to make Blender have a soft landing.

Ear Listen: Press the **L Button** to make Blender's ears search for the hidden Mini Bros. The red arrow indicates where a Mini Bros. is hidden. The blue arrow indicates the direction of the level's goal.

Use Mini Bros.: If Blender carries a Mini Bros. (and its special ability isn't engaged automatically or when Blender spins), press the **R Button** to use its ability.

Fly: If Blender picks up the wing icon, make him fly by repeatedly pressing the **A Button**. The action works only for a few seconds, but if Blender hits an obstacle the flying ability will disappear altogether.

MAIN MENU

NEW GAME

Starts a new game.



LOAD GAME

Loads a saved file. Select Load from the Load Game Menu. Next, select the file within either of the file folders to play.



MULTIPLAYER

See the Multiplayer section on page 22 for details.

ZOOLIGANS VS. COSMO KEEPERS

A few hundred years have passed since human beings settled their lives in the Universe. Humans carried out the Animalman Project to control the population of human beings and animals. They thought that with the execution of the project, human beings and animalmen could help each other to coexist peacefully.



However, after the population of animalmen surpassed the population of human beings, an anti-human gang called the Zooligans emerged and they began fighting against humans. The leader of the Zooligans was Buffer-Kong, a cross-animalman that was created by humans!

Humans felt that the emergence of the Zooligans was a crisis of the Universe, so they consulted with other animalmen who wished to coexist with humans peacefully. They both agreed to establish Cosmo Keepers to fight against the Zooligans and bring back peace to the universe. The future was in their hands.

MAIN CHARACTERS

Blender

A dog animalman and the hero of the ***Blender Bros.*** game. A super dog that is not only a brave super athlete, but also has a heart of justice.

Cosmo Keepers

Their main job is to support Blender. He needs their support in order to fight against the Zooligans and bring back peace to the universe.

Buffer-Kong

A brutal cross-animalman who was accidentally created by human beings. He and his Zooligan gang invaded planets where humans and other animalmen peacefully had lived, so that the Zooligans could take over the world.

COSMO HEAVEN

This planet is the basement of Cosmo Keepers headquarters. From here, you can choose to go to the following locations:

MINI BROS. ROOM

Manage the Mini Bros. and check information on each that you've collected. You also can give/receive Mini Bros. by using a Game Boy® Advance Game Link® Cable. See the Multiplayer section on page 22 for details.

CLEAR TIME

Check how fast you cleared a level. **Note:** Old records will be automatically overwritten.

SHOP

Blender can buy music CDs at this shop. By playing a newly purchased CD, you might be able to enhance certain Mini Bros. See Evolution in the Mini Bros. section on page 14 for details.

MINI GAME ROOM

Here, you can play three different mini games. You will win crystals depending on your success in each game. By collecting 50 crystals you can increase Blender's max life points. See the Mini Games section on page 21 for details.

SELECT STAGE

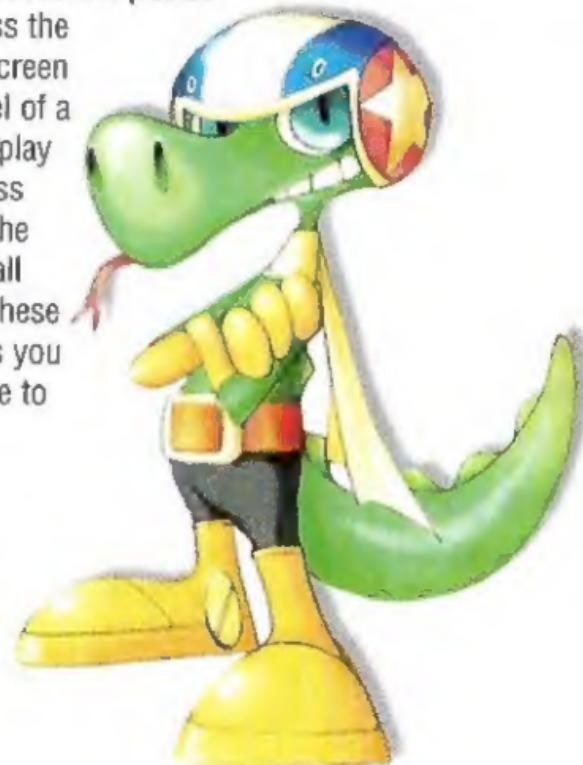
This is the departure point to each planet and level. You can also check on the condition of each planet here. If you see a planet selected with orange, it means you need to save it. If you see a planet selected with blue it means you have already saved the planet.

Select a planet by using the **Control Pad**, then press the

A Button. This will bring you to the Level Selection screen for that planet. At first, you can only play the 1st level of a planet. After you clear that stage, you will be able to play the 2nd level. Be careful, you will face a powerful Boss character in the 4th level of each planet. If you beat the Boss, you've saved that planet! After you've cleared all the levels and saved the planet, you can play any of these levels (except the Boss level) at any time. This allows you to find any Mini Bros. you might have missed, or race to see how quickly you can finish each level.

SAVE

You can save up to two played games. Select one of the file folders in which to save your data.



LEVEL SCREEN



Each time Blender is hit by an enemy attack or by a trap of some sort, his life icons are decreased. If you lose all of his life icons, you will lose one Blender. You can win Blender lives if you pick up hot dog items that are hidden in the levels. If you lose all of Blender's lives, the game is over. A Continue screen will follow the Game Over screen. If you would like to continue the game, select Continue.

PAUSE MENU

You can pause the game at any time by pressing **START**

The Pause Menu options are:

Mini Bros.: Check the Mini Bros.' special powers.
(You need to have collected/selected one to accompany Blender on that level.)

Exit: Takes you back to the Level Selection screen.



MINI BROS.

Mini Bros. are mysterious creatures that are hidden in the levels. If you find one, that Mini Bros. will help Blender. You can bring one Mini Bros. with you on a level. Each Mini Bros has a unique ability to help Blender. You can use its ability by pressing the **R Button**.

Note: Some Mini Bros. unleash their abilities automatically or when Blender spins.

EVOLUTION

Some Mini Bros. will evolve (become different Mini Bros. with different powers) when they listen to certain pieces of music. You can buy music in the shop at Cosmo Heaven with the bones you collect on the levels. You must play the right music to the right Mini Bros. or it will not evolve. If you successfully evolve a Mini Bros., you will lose your original Mini Bros. But don't worry, you can find the originals in the places where you first discovered them.

TRADING

If your friends also have the *Blender Bros.* game and they've found some Mini Bros that you haven't found, you can trade! See Cable Link Mode in the Multiplayer section on page 22 for details.

MINI BROS. IN EARLY LEVELS



Nuckle

He is with Blender from the beginning, so you won't need to find him.

By pressing the **B Button**, Nuckle will Spin Attack the enemy with Blender.



Puwape

Press the **R Button**. Blender, along with Puwape, will be able to walk on the surface of water.



Neon

She lights up a dark room. When Blender enters the dark room, Neon will unleash her special power automatically.



Blon

Press the **R Button**. Blon makes a barrier that prevents an attack from an enemy. He cannot do it again until his gauge is full.

MINI BROS. IN LATER LEVELS

MINI BROS.	ACTION	KEY
Biyoyo	Elevator	R Button and + Control Pad
Spish	Dash (run fast)	R Button
Gallia	Create barrier	R Button
Banbo	Explode	R Button and + Control Pad
Booyan	Dash (multiple attack)	R Button
Yoobie	Call team to resuscitate Blender	R Button
Icyoo	Freeze enemies	R Button
Cyupy	Absorb life of enemies	R Button
Chronowar	Freeze time	R Button

PLANETS AND LEVELS

OASIS

Oasis is a planet covered with water. Sea-type Zooligans are waiting for Blender.

Boss: Shart e, part shark and part turtle. Watch out for his Spin Attacks and sliding attacks from off screen.

DIVA

Various kinds of Zooligans are waiting for Blender on this jungle planet. **Note:** Rain makes Blender slow down

Boss: Beardile, part bear and part crocodile. When you return fish that have been shot out of his mouth back to him, he will freeze for a moment.

SHELLTARL

This planet has missiles deep in a limestone cave. Your mission here is to launch the missiles to destroy a meteorite coming toward the planet.

Boss: Jackbatlar, a vagabond space lizard. With two insects called Chick and Tack, he challenges Blender to a battle whenever they encounter each other

FIRST HEAVEN

This planet, the home planet of human beings, is heavily populated and has many cities.

Boss: Hippopbat, part hippopotamus and part bat.

Caution: Bender's left-right movements become reversed if he gets hit by Hippopbat's supersonic waves.



FOG

Surrounded by many artificial moons, this planet is famous for its powerful defense systems. These systems recognize Blender as an enemy, but Blender still has to save the planet.

Boss: Carby, part cat and part honeybee. Watch out for her "heart attacks." If he gets hit, Blender will be slowed down.

MILLITAR

This planet is the humans' main military base. Blender must take back control of this planet. **Boss:** Tigerbore, part tiger and part wild boar. Watch out for his bombs and his powerful snort.

OBSTACLES

There are two types of obstacles: One is when you get damaged, and the other is a puzzle that you must figure out to progress through the game.



HOOP

Jump into a hoop to be lung in the direction of the arrow resting on top of it.



SWITCH

A switch can open doors or activate/stop other obstacles. You must either jump on it or throw something onto it to activate it.



BURNER

A burner shoots out flames! Stop and watch the timing of the flame so that you can time your passage past it.



NEEDLES

Blender will get hurt if he falls onto needles.



SPRINGBOARD

Jump on a spring-board to increase the height of your jump

PICKUPS

You can find these in the levels. Also, items will appear after you defeat certain enemies.



HOT DOG

Recover one life.



GOLDEN HOT DOG

Fill up life gauge.



BONE

Collect to buy music CDs at the shop.



COSMO BALL

Pick it up and throw it (up, left or right) at enemies to beat them.
Throw it at switches to activate/stop something.



1 UP

Receive another Blender life.

PANELS

Panels are small icons, found in the levels, that can be used when Blender walks into them.



CONTINUE

Your game will be automatically saved so that if you lose all your lives, you can resume a game from this point. To do so, select Load Game from the Main Menu, then select Continue.



COMPLETION GATES

Once you pass through these gates at the end of a level, the Zooligan signs change to Cosmo Keepers signs to show you have won that level.



MINI BROS. CHANGE

The screen switches to the Mini Bros. Select screen. Now you can select another Mini Bros. to accompany Blender.



FLY

Blender will be able to fly for a certain amount of time by pressing the **A Button** repeatedly.



DASH

Blender becomes invincible for a limited time and will be able to move faster.

MINI GAMES

You can play three different mini games in the Mini Game Room at Cosmo Heaven. You will get a number of crystals depending on your success in the game. Collecting 50 crystals increases Blender's life value to the maximum.

COSMORIDE RACE

Get on the Cosmoride and win a race! Use the **A Button** to accelerate and the **B Button** to brake. Try to run without crashing into the walls, or your speed will decrease.

EAR GLIDE RACE

Use Ear Glide (**B Button**) to reach the floor as fast as you can! If you get hit by an obstacle or can't land the marked position, you will be disqualified.

FLAG RACE

Avoid obstacles while running to the goal (the flag). Maneuver by using + **Control Pad** **◀** and **▶**. Press the **A Button** to jump. **Hint:** There is always one less flag than there are participants in the race, so be fast!



MULTIPLAYER

ONE GAME PAK MODE (up to two Game Link® Cables, up to four players, one Game Pak)



Before you connect Game Link® Cables, make sure that all Nintendo® Game Boy® Advance systems are turned off. After you connect all cables, turn all the Game Boy Advance systems on. Player 1 must select "1GAME PAK" mode and choose a mini game to play. The game will automatically check how many players are linking. After the check, the software will then automatically send data to the Game Boy Advance systems that do not have a Game Pak. After all data is successfully uploaded, you can then play the selected mini game. The game data in this mode will be erased when you turn off the Game Boy Advance systems.

CABLE LINK MODE (two players, each with a Game Pak)

Exchange Mini Bros. with your friends via the Game Link® Cable. If you give a Mini Bros. to a friend, you will lose that Mini Bros. (**Hint:** You can always go back and find the original in the same place you found it before.) Before you connect the Game Link® Cable, make sure that both Game Boy® Advance systems are turned off. After you connect with the cable, turn the systems on. Select **Cable Link Mode** in the Mini Bros. Room. Then, select **Give** if you are going to give a Mini Bros. (select **Receive** to receive a Mini Bros.). Next, decide which Mini Bros. to give. After the confirmation/transfer screen, the Mini Bros. will be transferred to your friend's **Blender Bros.** Game Pak.

TIPS

- Before you enter each stage, **select one Mini Bros.** to go along.
- If you want to **change Mini Bros.**, find and touch a small box featuring a blue and orange arrow
- In some places, you'll need to use a **higher jump** to proceed. To do so, press **+ Control Pad ▼** and the **A Button** at the same time. Some places can not be reached even using this higher jump. In these cases, **pick up the wing icons** to go up to the upper area. Then press the **A Button** repeatedly to fly.
- If you find a **dark room**, choose a Mini Bros. to light your path.
- Bender can not perform a **higher jump on the water surface**. Select the appropriate Mini Bros. so that Bender can ride on its back over the water and make a higher jump
- To attack **enemies that are moving in the background** find, pick up and throw the Cosmo Baby by pressing **+ Control Pad ▲** and the **B Button** at the same time.
- While jumping in the air, try pressing the **B Button** repeatedly to **glide** further than with a normal jump. Use this skill when you want to jump into a higher patch of ivy.
- Sometimes, you need to **find a switch to open a door or stop flame walls**. You can also use a Cosmo Bal. to throw on the switch to activate it
- When Bender is **driving a space vehicle**, pick up the four metal keys along the track to complete the stage. If you do not find all of them before the goal, go back and search for the missed keys before heading back to the finish line

- You can destroy some doors by using **explosive balls**.
- Collect bones and use them as money. If you go in the music shop in the main planet, you can buy CDs with different styles of music. Go in the Mini Bros. Room and select a Mini Bros. Let him listen to the CD that you bought. If he likes it, he will **mutate into a next-generation Mini Bros.** (stronger, faster, etc.)!
- Use the Ear Listen ability (**L Button**) to see the exit direction (**blue arrow**). If there is a Mini Bros. hidden in the stage, there will be an additional **red arrow** to show you the direction where you'll find it.

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CREDITS

INFOGRAMES INTERACTIVE, INC.

Paul Michaels • *Shadow Producer*

Sue Bulson • *Senior Product Manager*

Eric Hayashi • *Executive Producer*

Michael Craghead • *Director of Quality Assurance
North America*

Petrina McPhee • *Director of Marketing*

Steve Martin • *Manager of Creative Services*

Elizabeth Mackney • *Manager of Editorial
& Documentation Services*

Randi Kravitz • *Documentation Writer*

Paul Collin • *Copywriter*

INFOGRAMES INC.

Ted Tomasko • *QA Certification Lead*

Cherilyn Rocha • *Lead Tester*

Andrew LeMat / Sophia Gaspar • *Testers*



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www.us.infogrames.com

Infogrames, Inc.
417 Fifth Avenue
New York, NY 10016 USA

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